**Code**

@model DiceRoller.Pages.DiceRollerModel  
@{  
    int random = new Random().Next(1, 7);  
    int win = 2;  
}  
  
  
            <h1><b>Random Number is 2</b></h1>  
            <h1>You WIN if it matches or LOSE if it doesn't</h1>  
   
  
    @if (random == win)  
    {  
        <h1>You have Won</h1>  
 }  
    else  
    {@random;  
    int remaining = random - win;  
    <h1>RandomNumber @random - You have lost. Your number was @remaining off from the winning number.</h1>  
  
  
}

**Outputs**

Graphical user interface, text, application, email

Description automatically generated